

AMENDMENTS TO THE CLAIMS

Claim 1 (Currently Amended) A game involving the simulated sale of product for value and accumulation of value from such simulated sale(s), the game being playable by a plurality of players with a plurality of cards, the game comprising:

 a first plurality of cards, each of said first plurality of cards representing a player's ability to sell product for value[, whereby a player must play at least one of said first plurality of cards to be able to simulate the sale of product];

 a second plurality of cards, each of said second plurality of cards representing one or more simulated product having value and which may be the subject of a simulated sale by a player;

 a third plurality of cards, each of said third plurality of cards representing one or more simulated depository for simulating the safekeeping of value obtained from the simulated sale of product[, whereby a player must play at least one of said third plurality of cards to simulate the accumulation of value from the simulated sale of product];

 a fourth plurality of cards, each of said fourth plurality of cards representing at least one simulated problem hindering at least one player's ability to simulate the sale of product[, whereby when at least one of said fourth plurality of cards is played against a player, the player cannot simulate the sale of product];
and

 a fifth plurality of cards, each of said fifth plurality of cards representing the removal of at least one simulated problem represented by at least one among said fourth plurality of cards[, whereby a player can remove the at least one

simulated problem represented by at least one of said fourth plurality of cards by playing at least one of said fifth plurality of cards].

Claim 2 (Currently Amended) The game of claim 1, wherein the simulated product represented by at least one of said second plurality of cards is drugs and the value obtained from the simulated sale of drugs is money.

Claim 3 (Currently Amended) The game of claim 2, wherein at least one of said second plurality of cards is placed with one of said first plurality of cards by a first player to simulate the offering of drugs for sale by the first player, further comprising a sixth plurality of cards, each of said sixth plurality of cards representing a player taking at least possession of one of said second plurality of cards from another player. [, wherein a second player may play at least one among said sixth plurality of cards against the first player to cause the second player to obtain possession of said at least one of said second plurality of cards placed by the first player.]

Claim 4 (Currently Amended) The game of claim 1, [wherein the game is played by the plurality of players taking turns one at a time in an order of play,] further comprising a seventh plurality of cards, each of said seventh plurality of cards representing [wherein the playing of at least one among said seventh plurality of cards causes] reversal of the order of play of the game.

Claim 5 (Currently Amended) The game of claim 1, [wherein the game is played by the plurality of players taking turns one at a time in an order of play,] further comprising an eighth plurality of cards, each of said eighth plurality of cards representing the skipping of a turn of a player [wherein the playing of at least one among said eighth plurality of cards causes a player to skip the next turn of such player].

Claim 6 (Currently Amended) An article of manufacture useful for playing a game, the game involving the simulated sale of product for value and accumulation of value from such simulated sale(s), the game being playable by at least one player with a plurality of cards, the article of manufacture comprising:

[a plurality of SHOP cards, each of said SHOP cards representing a player's ability to sell product for value, whereby a player must play at least one SHOP card to be able to simulate the sale of product];

a plurality of PRODUCT cards, each of said PRODUCT cards representing one or more simulated product having value and which may be the subject of a simulated sale by a player;

a plurality of ACCOUNT cards, each of said ACCOUNT cards representing one or more simulated depository for simulating the safekeeping of value obtained from the simulated sale of product[, whereby a player must play at least one of said ACCOUNT cards to simulate the accumulation of value from the simulated sale of product];

a plurality of PROBLEM cards, each of said PROBLEM cards representing at least one simulated problem hindering at least one player's ability

to simulate the sale of product[, whereby when at least one of said PROBLEM cards is played against a player, the player cannot simulate the sale of product]; and

a plurality of PROBLEM REMOVAL cards, each of said PROBLEM REMOVAL cards representing the removal of at least one simulated problem represented by at least one among said PROBLEM cards[, whereby a player can remove the at least one simulated problem represented by at least one of said PROBLEM cards by playing at least one of said PROBLEM REMOVAL cards].

Claim 7 (Original) The article of manufacture of claim 6, wherein the game is played in one or more hands and a recorded score is maintained for each of the at least one player, wherein at least one of said PRODUCT cards is associated with one of said SHOP cards by at least one player to simulate the offering of product for sale by the at least one player, further comprising a plurality of HAND OVER cards, wherein the playing of at least one among said plurality of HAND OVER cards causes termination of the current hand of the game, whereby the value of all of said PRODUCT cards associated with each of the at least one player's said SHOP card is deducted from the players' respective recorded score.

Claim 8 (Original) The article of manufacture of claim 7, further including a plurality of PROTECTION cards, wherein the recorded score of any player possessing one of said PROTECTION cards is not reduced when one of said HAND OVER cards is played.

Claim 9 (Original) The article of manufacture of claim 6, wherein a recorded score is maintained for each of the at least one player, further including a plurality of PAY OFF cards, wherein the playing of one among said plurality of PAY OFF cards causes reduction of a player's recorded score by a designated value.

Claims 10-21 (Withdrawn)

Claim 22 (New) The game of claim 2, further comprising a ninth plurality of cards, each of said ninth plurality of cards representing termination of a hand of the game.

Claim 23 (New) The game of claim 22, further comprising a tenth plurality of cards, each of said tenth plurality of cards representing no reduction of the score of the player thereof upon termination of the hand.

Claim 24 (New) The game of claim 1, further comprising an eleventh plurality of cards, each of said eleventh plurality of cards representing at least one among increasing or decreasing the score of the player thereof and at least one among increasing or decreasing the score of the recipient thereof based upon the next three turns of the recipient thereof.

Claim 25 (New) The game of claim 1, further comprising a twelfth plurality of cards, each of said twelfth plurality of cards representing decreasing the score of the

recipient thereof a certain amount at each turn of the recipient thereof until the end of the game.

Claim 26 (New) The game of claim 1, further comprising a thirteenth plurality of cards, each of said thirteenth plurality of cards representing reducing the score of the recipient thereof by a particular amount.

Claim 27 (New) The game of claim 2, further comprising a fourteenth plurality of cards, each of said fourteenth plurality of cards representing increasing the score of the player thereof by a particular amount.

Claim 28 (New) The game of claim 1, further comprising a fifteenth plurality of cards, each of said fifteenth plurality of cards representing increasing the score of the player thereof and reducing the score of the recipient thereof by a particular amount.

Claim 29 (New) The game of claim 1, further comprising a sixteenth plurality of cards, each of said sixteenth plurality of cards representing removing a player from the game.

Claim 30 (New) The game of claim 1, further comprising a seventeenth plurality of cards, each of said seventeenth plurality of cards representing increasing the score of the player thereof by a certain amount during each turn of the recipient thereof.

Claim 31 (New) The game of claim 1, further comprising an eighteenth plurality of cards, each of said eighteenth plurality of cards representing at least one among removing or moving one of said seventeenth plurality cards that has been played.